DUCKMAZE — INSTRUCTIONS

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SET UP PROCEDURE

1. Make sure the power switch on your control deck is **OFF.**
2. Insert game cartridge.
3. Turn the power switch **ON** and the title page will come on.

IMPORTANT: If title page does not come on or it flashes, switch your control deck **OFF,** remove cartridge and go back to SET UP PROCEDURES STAGE 2.

PRECAUTIONS

This is a state-of-the-art game cartridge with very sensitive electronic components inside.

Please use the following cautions.

- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to either drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Control Deck is turned **OFF** when inserting or removing the Game Cartridge.
- If using an input device, other than the Control Pad, before beginning this game please read the appropriate instruction booklet for its correct installation into your system.

INTRODUCTION

Whilst waddling around in the field near his pond, Jack the Duck finds an egg. He knows that left out in the open it is in great danger and that he must take it somewhere safe to hatch. A soft lounge in a warm living room is just the place and Jack knows exactly where it is . . . . . *well sort of where it is* . . . . . Jack needs your help to guide him safely through the maze that leads to the living room.

Jack gets the egg safely to the entrance of the maze. Jack has to push the egg carefully through the twisting corridors and drop it carefully from one level to the next. Apart from getting lost, he has to make sure he doesn't break the egg by dropping it from too high up. But the worst is . . . . . *he's not alone!!*

Jack is constantly being attacked by wolves springing out at him trying to take the egg. Mad Bull Dogs, with duck dinner in mind, attack Jack and try to get him and the egg.

You have to help Jack out smart them all and make it safely through the maze.

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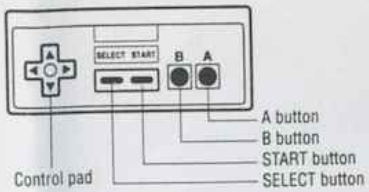
CONTROLS FUNCTIONS



CONTROL PAD

- **Up**)
- **Down**) - Select level.
- **Left**)
- **Right**) - Move duck left or right.

SELECT BUTTON - Choose number of players.

START BUTTON - Starts and pauses game.

A BUTTON - Combine with down on Control Pad to break hole through brickwork.

B BUTTON - Combine with Control Pad directions, to jump up, left and right.

LET'S PLAY

1. Press **SELECT** to choose one or two players.
2. Use the Control Pad to select the stage you desire from 1-20. Then press **START** to begin the game.
3. Use the Control Pad to move up, down, left and right.
4. Press **"A"** to break the bricks and **"B"** to jump.

SCORING

Collecting a "♥" = 300 points Killing a Bull Dog = 200 points

HINTS

1. In total there are 20 stages, the higher the stage the more enemies in the area, making it more difficult for you to pass.
2. In this game you have three lives, when you have lost a life, you must restart from the beginning.
3. Break through the floor to enter the next storey. Careful on what you do otherwise you may strand yourself.
4. Notice that there is a white bar under the egg. The bar indicates from how high you can drop the egg safely without breaking it when moving from one storey to the next.
5. Take advantage of those square rocks. You can use the rocks to crush the Bull Dogs or you can pile the rocks up to let the egg fall safely without breaking.
6. You can dig holes to trap the Bull Dogs.
7. If the wolf is taking the egg, go back to your egg as soon as possible to scare the wolf away.
8. When you drop the egg on the lounge, a lovely duckling will hatch from the egg and you will pass on to the next more challenging stage. There are 20 levels in all for you to master.